The definition of a tourist

A person who voluntarily leaves his place of residence to temporarily go to a different place, experience other cultures, customs or events, and then return to the familiar surroundings.

Tourists motivations

- Daniel J. Boorstin theory (people do not want authenticity)

- Dean MacCannell theory (people are refused authenticity by tourism industry)

- Erik Cohen theory (typology of tourists experience)

The definition of a player

A person who mentally leaves his familiar surroundings to temporarily go to a different, virtual place, experience virtual cultures, customs or events, and then return to the familiar surroundings.

The Assassin's Creed case #1

Author: InquisitorAles
Source: resetera.com

The Assassin's Creed case #2

Internet poll results:

- 298 responses.
- ~68% didn't know or didn't play wihtout the HUD.
- ~32% played without the HUD.
  - ~92% from the 32% considered the first part of the game to be the most comfortable to play without the HUD.

The definition of a player

A person who mentally leaves his familiar surroundings to temporarily go to a different, virtual place, experience virtual cultures, customs or events, and then return to the familiar surroundings.

Simulations and simulacra

- The definition of simulacra.
- Jean Baudrillard approach.
- The definition of hyperreality.

Hyperreality example

Source: The Age of Samurai. Battle for Japan.

Red Dead Redemption 2 case #1
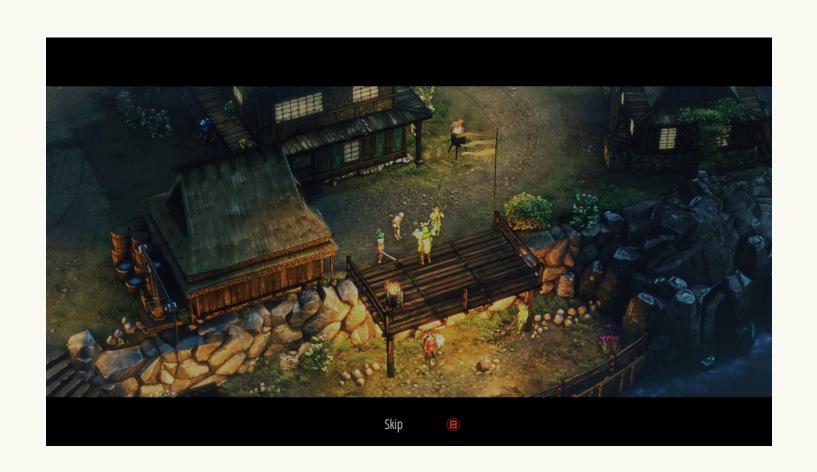

Source: GRANDOS YouTube channel.

The Last Express case

Source: Gry-Online.pl

Shadow Tactics: Blades of the Shogun case

Source: BoilingSteam.com

Red Dead Redemption 2 case #2

Internet poll results:

- 212 responses.
- ~89% didn't notice the psychics and behaviour of horses testicles by themselves.
- ~11% did notice the psychics and behaviour of horses testicles by themselves.

Sight sacralization theory

- The tourist.
- The view.
- The marker.

GDC

Skyrim case

Source: Gry-Online.pl

Assassin's Creed Unity case

Source: Assassin's Creed Wiki Fandom

The phenomenological typology of tourist experiences

- The Recreational Mode.
- The Diversionary Mode.
- The Experiential Mode.
- The Experimental Mode.
- The Existential Mode.

THANK YOU.

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